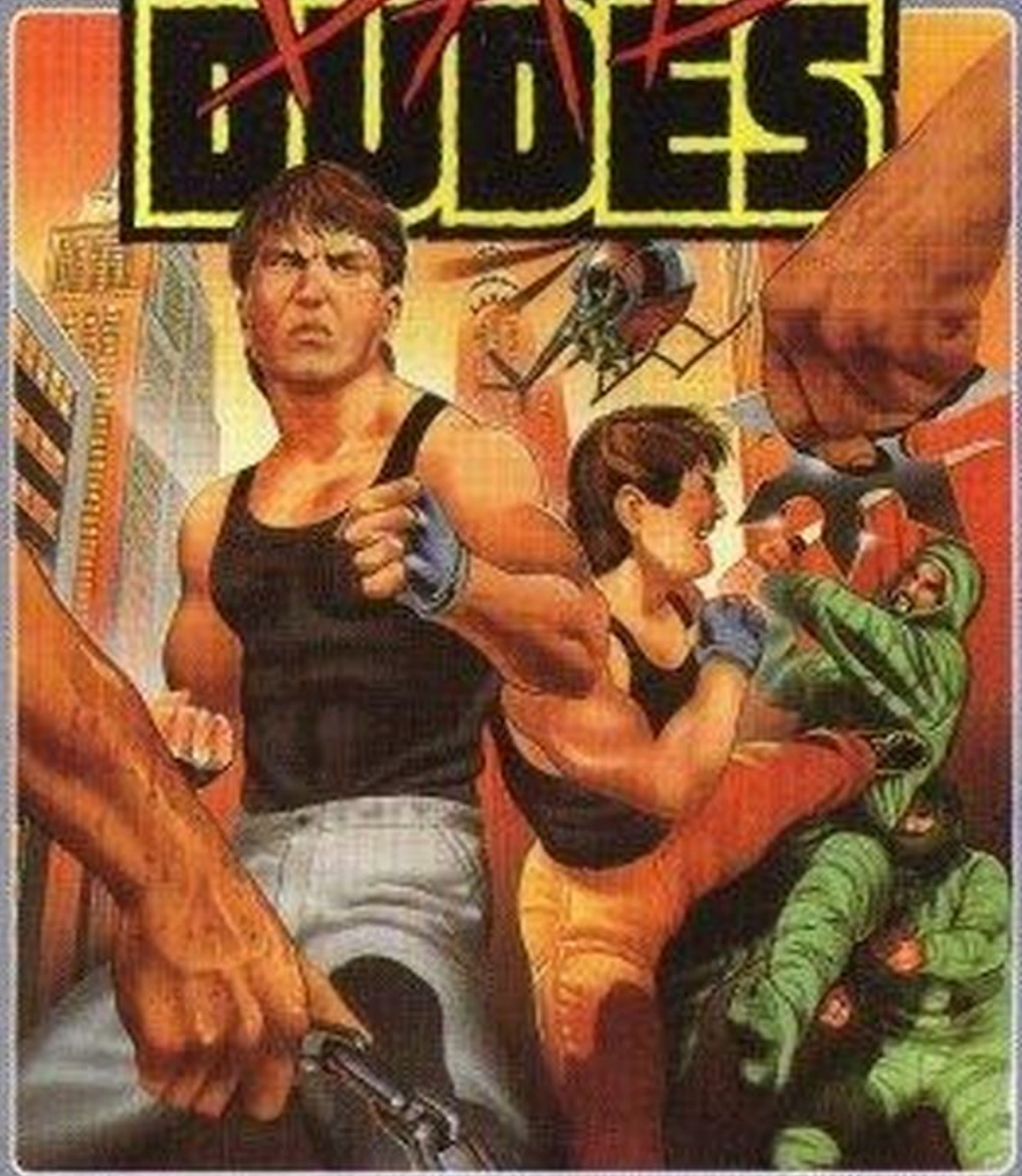
NES-BU-USA

BAD DUDES™



INSTRUCTION MANUAL

DATA EAST

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT
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NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

The President – KIDNAPPED?! But the really bad news is that the Dragon Ninja is responsible – and you alone can rescue the President from his clutches. The Dragon Ninja has a helicopter waiting to spirit the President away. If he makes his getaway before you can stop him, the world will never see the President again. The Dragon Ninja will be ready for you. You can expect to face – at the very least – wave after wave of ninja henchmen, samurai, and super warriors as you make your way through city and forest, atop moving big rigs and freight trains.

Remember – the nation is counting on you!

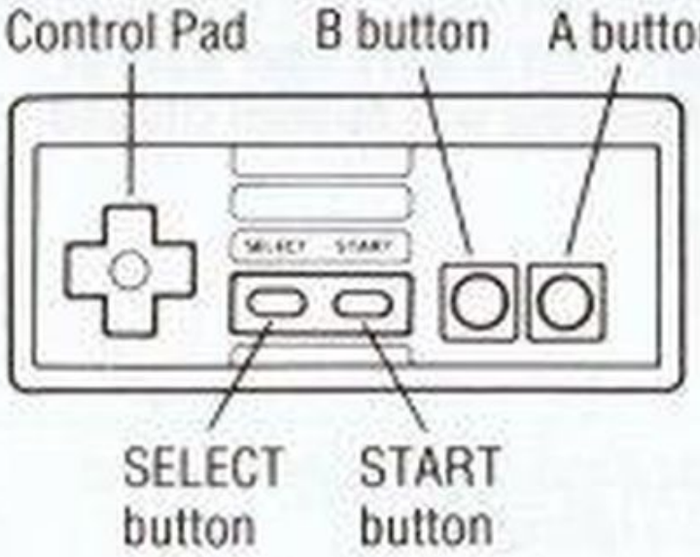
Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

PRECAUTIONS

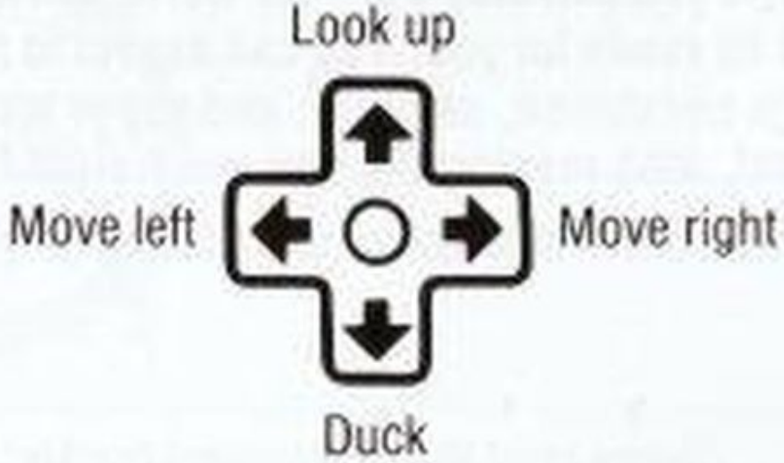
1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors; do not get them wet or dirty. This may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For 1 player game
Controller 2 – For 2 player game



Control Pad



A button: Kick (when close to an enemy), punch (when far from an enemy), and pick up objects. A kick or punch is aimed in the direction you're facing (left, right, or up).

B button: Jump.

To jump to a higher level, press Up on the control pad and button B at the same time.

To jump to a lower level, press Down on the control pad and button B at the same time.

HOW TO PLAY

To start Bad Dudes:

1) Make sure your Nintendo Entertainment System is off, then put the Bad Dudes Game Pak in the system.
2) Press the POWER button on the front of the system. After a few preliminary screens, the Bad Dudes title screen appears.
3) If you're playing alone, make sure the controller is plugged into socket 1, then press the START button on the controller.

   If you're playing with someone else, press the SELECT button on controller 1 to choose 2 PLAYER, then press the START button on controller 1.

   A screen appears that lets you choose the character you want to play.
4) Press the left arrow to choose Blade or the right arrow to choose Striker.
5) To start the game, press the A button on controller 1. One of the dudes appears to fill you in on what's happened and why your help is needed.
6) To skip the information and start the game immediately, press SELECT on controller 1.

Pausing. To stop the game temporarily:

Press the START button on either controller. To return to the game, press START again.

Continuing. When you've lost three lives, the game is over. You can, if you want, continue the game on the same level with three new lives. A screen appears that give you two options: continuing the game or ending it.

To continue the game:

1) Press the SELECT button on controller 1 (if you need to) to choose CONTINUE.
2) Press the START button on controller 1.

The game continues on the level you reached.

To end the game:

1) Press the SELECT button on controller 1 (if you need to) to choose END.
2) Press the START button on controller 1.

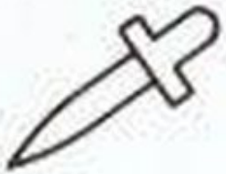
GAME OVER appears on the screen.

Objects

To pick up an object:

Press Down on the controller pad and button A at the same time.

Nunchuck. Gives you more power.



Knife. Gives you more power.

Energy. Restores you to full energy, which means that you can withstand ten more hits.

Extra Time. Adds more time to the timer at the bottom of the screen.

Spike. You take a hit when you step on a spike. Jump over them or kick them.

Status

You can take ten hits before you lose a life, and you have three lives for each game. The bars in the lower left part of the screen show how many hits you can take before you lose a life. The number under the bars shows how many lives you have left.

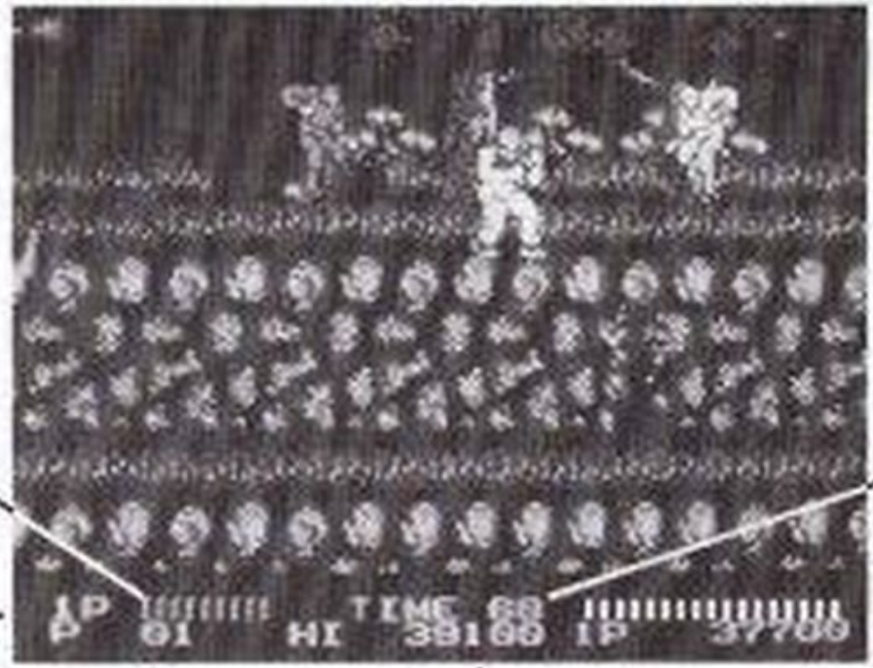
When you're fighting a super warrior, a second row of bars appears in the lower right part of the screen. The bars there show how many hits the super warrior can take before he's defeated.

Scoring

Blue Ninja	100 points
White Ninja	200 points
Dwarf Ninja	300 points
Red Ninja	400 points
Flaming Ninja	1000 points
Lady Ninja	400 points
Dog	200 points
Samurai	700 points
Super Warrior	10,000 points
Completing a Level	500 points for each second left on the clock

NOTE: On the last level, you get 3000 points for each of the super warriors you defeat.

SCREEN DISPLAY



Number of Hits Left

Time left

Current Player

Number of Hits Super Warrior Can Take

Number of Extra Lives Left

High Score in this Game

Current Score

BRIEFING

The City

Once you step outside, your life is in danger. FBI informants from all over the city have reported spotting the Dragon Ninja's henchmen. Information the FBI has in its files about the warriors makes it clear they're not all alike. They train in different skills, so don't expect the tactics that work on one group to work on all of them.

You need to travel light, so you won't be taking any weapons with you. But keep an eye out for knives, and nunchucks you may find along the way. You can carry only one weapon at a time, and you lose the weapon you're carrying when you lose a life.

There has also been a rumor that Karnov is in town. Karnov is a one-time circus strongman who has a unique talent for shooting fireballs from his mouth. His reasons for joining forces with the Dragon Ninja aren't clear. You'll find him much more difficult to defeat than anyone else you encounter in the city.

The Big Rig

Hopping a big rig is a good way of getting out of town fast. But be prepared. The Dragon Ninja has trained his troops in daring assault tactics. His ninjas will no doubt attack you from all sides.

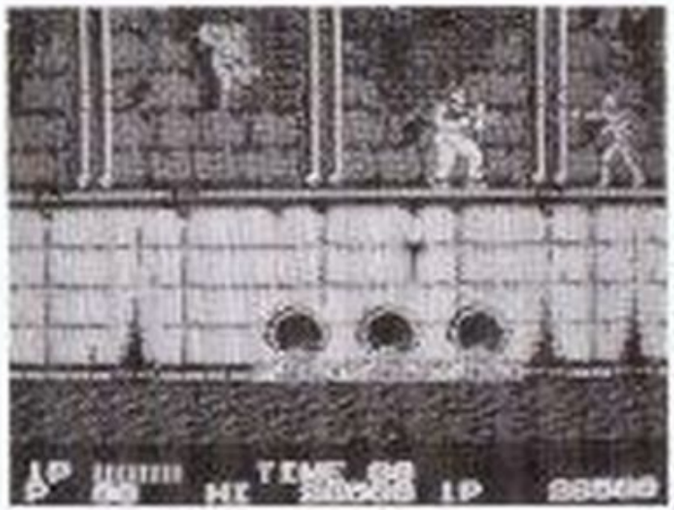
Make your way to the front of the truck. Whatever else you do, take care when you jump from one trailer to another and from the front trailer to the cab – if you fall off the truck you'll take a hit and you'll lose time. When you get to the cab, the driver will stop the truck to let you off.

Watch out – that's a dangerous moment. The Dragon Ninja will no doubt have one of his super warriors lying in wait for you.

The Sewer

You'll next find yourself in a large storm sewer. You can follow the path along the water's edge, or you can use the ledges above it. Needless to say, stay out of the water.

At the end of the sewer, you'll encounter another of the Dragon Ninja's super warriors.



The Forest

The sewer leads you to the forest. The Dragon Ninja has let loose another pack of rabid dogs there. If you're agile enough to walk along the tall hedges in the forest, you can keep away from them up there.

At the far edge of the forest, you'll have to do battle with one of the super warriors before you can continue.

The Freight Train

Hop one of the freight trains that travels the old Southern & Pacific line to take you to the vicinity of the factory where the Dragon Ninja is holding the President. Make your way to the engine – be careful as you jump from one car to the next.

One of the Dragon Ninja's super warriors is known to be commanding the hordes that are keeping watch on the freights that travel the Southern & Pacific line. Once the ninjas report your presence to him, you can be sure you'll have to deal with him before you reach the end of the line.

The Cave

The factory where the Dragon Ninja is holding the President is impregnable from ground level. But there's a secret cave that leads to the very heart of the factory. The Dragon Ninja hasn't had a chance to fortify it as he has the rest of the factory, but you can be sure that he keeps it under close guard and that he'll throw all the man power he has at you when you enter it.

The cave has an unusual natural hazard, too – falling stalactites. The stalactites – something like stone icicles – formed over the centuries as water dripping slowly from the ceiling of the cave deposited minerals there. Many of the stalactites are only loosely attached to the ceiling of the cave and can fall without warning.

The Factory

By the time you reach the factory, some of the super warriors you've defeated earlier will have had a chance to return to the factory to reinforce it. Your first objective when you reach the factory is the elevator, which will take you to the second floor. The elevator is guarded by one of the super warriors, and you'll have to defeat him before you use it.

When you reach the second floor, make your way to the Dragon Ninja's helicopter. He'll no doubt try to take off – with the President aboard – as soon as he senses you're near. You may have to jump up to the hovering helicopter's runners and do battle with the Dragon Ninja there.

You don't need the Secret Service to tell you that the Dragon Ninja will be your most challenging opponent. Be ready for a fierce battle. And remember – you must defeat him at all costs to save the President.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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